



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant : Abecassis et al  
Application No. : 09/901,240  
Filed : 07/09/2001  
Titled : Area-Based Resource Collection In A Real-Time Strategy Game  
  
Group Art Unit : 3754  
Examiner : Frederick C. Nicolas

#4a  
RECEIVED  
MARCH 18 2003  
D. B. Brewer

AMENDMENT AND RESPONSE TO FIRST OFFICE ACTION

Honorable Commissioner for Patents  
Washington, D.C. 20231

February 18, 2003 TECHNOLOGY CENTER R3700

Sir:

In response to the Office Action of September 20, 2002, please amend the above-identified application as follows:

In the specification:

Please replace the paragraph beginning at page 4, line 12, with the following rewritten paragraph:

*a 1*  
-- It is also an object to provide areas of resource collection that dimensionally, qualitatively, and/or quantitatively are responsive to overlapping areas of influence that may be cooperative or conflicting. --

*a 2*  
Please replace the paragraph beginning at page 11, line 19, with the following rewritten paragraph:

*a 2*  
-- Further, while this particular embodiment includes zones identifying resources, the actual areas of influence 121-123 from which resources may be collected by the player were defined by the player's placement of the resource collecting structures 111-113. --

In the claims:

Please amend claims 1-20 as follows:

*a 3*  
1. (Amended) A method of playing a game, the method comprising the steps of:  
defining, in direct response to a playing of a game, boundaries of an area, the boundaries not being drawn in advance of the playing of the game; and  
enabling an acquisition of resources from the area, an amount of resources that may be acquired being responsive to the boundaries of the area.